

TABLE 2-7. KEYPAD COMMAND/OPTION TABLE

CMD. NO.	COMMAND	OPTION NO.	DESCRIPTION
<b>NON-CREDIT GAME</b>			
07	# of Handpay Lockups	00 01 02 03 04 05	Able to lock up 1 to 5 jackpots as defined by the personality.  No lockups (default) One lockup Two lockups Three lockups Four lockups Five lockups  <b>NOTE:</b> Used with stand-alone or link progressive.
56	High Lockup Amount	0000 to 9999  0800	Number of coins for a machine lockup when a win equals or exceed this high lockup number. The High Drop Amount is paid from the hopper.  Default setting is 800 coins.
54	High Drop Amount	0000 to 9999  0400	Number of coins paid from the hopper on High Lockup.  Default setting is 400 coins.
57	Low Lockup Amount	0000 to 9999  0400	Number of coins for a machine lockup when a win equals or exceeds this low lockup number. The Low Drop Amount is paid from the hopper.  Default setting is 400 coins.
55	Low Drop Amount	0000 to 9999  0200	Number of coins paid from the hopper on Low Lockup.  Default setting is 200 coins.
<b>NOTE TO #54 through #57 ABOVE:</b> If only 1 lockup and 1 drop amount are desired, set the low and high lockups at the same number and both drop amounts to match. For a further explanation of options, see Descriptions and Examples of Options on the previous page.			
26	Rebet	00 01	(Default) No rebet. Rebets the last wager if "SPIN" button is pressed before a new wager or coin is inserted in a credit game.

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CMD. NO.	COMMAND	OPTION NO.	DESCRIPTION
<b>CREDIT GAME</b>			
27	Credit Type	00 01 02	Non-credit (Default) Standard credit Player-selectable credit
06	Coin Lockout/ Credit	00 01	(Default) Coins locked out only when maximum coins in. Coins locked out when credits on credit meter. (300 Vers.)
51	Credit Top Limit	0000 to 9999  9999	Maximum number of credits to register on the credit meter.  Default setting is 9999.
34	Credit Game Lockup	00 01	(Default) All wins are paid to the credit meter. All wins are paid to the credit meter <i>unless</i> the win is high enough to be subject to the high and low lockup and drop amounts (options 54-57).  <b>NOTE:</b> When the win amount added to the credit meter is equal to or greater than the credit top limit, the lockup and drop amounts apply leaving the credit meter unchanged.
59	Collect Lockup	0000 to 9999  0400	Number of coins for credit meter to equal or exceed, which locks up the machine when "COLLECT CREDITS" is pressed. Collect Drop Amount is paid from the hopper.  Default setting is 400 coins.
58	Collect Drop Amount	0000 to 9999  0200	Number of coins paid from the hopper on Collect Lockup.  Default setting is 200 coins.
81	Set Real Time Clock	123456 789012	Initializes the real time clock in the machine. The sequence of digits are: 1 and 2 = month                      3 and 4 = day 5 and 6 = year                        7 and 8 = hour 9 and 0 = minute                    1 and 2 = second  <b>NOTE:</b> When verifying this option, the time does not update on the message center (LED display).

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CMD. NO.	COMMAND	OPTION NO.	DESCRIPTION
50	Set I.D.	0000 to 9999  0000	The Identification number for the machine. Consider a floor plan when assigning a number.  Default setting is 0000.
16	Miser Type	00 01 02	<b>300 Version Only</b> (Default) Miser III Miser II Miser Disabled  <b>All Others</b> Miser Disabled Miser III Miser II  <b>NOTE:</b> After setting option and before putting machine in game play, press "RESET" button to initialize this option.
82	Paylight Sequence	01234 56789	(Default) Standard paylight sequence.  For changes: 0 = center payline light 2 = bottom payline light 4 = 5th payline light 6 = 7th payline light 8 = 9th payline light 1 = top payline light 3 = 4th payline light 5 = 6th payline light 7 = 8th payline light 9 = 10th payline light
83	Partial Meter Return	0000000 000000  138AT	(Default) All 13 bookkeeping meters are sent for retrieval.  1. Enter the corresponding number (letter) of the bookkeeping meter(s) to be retrieved. See Section 3, <b>Machine Operations</b> under <b>Bookkeeping Meter Table</b> . 2. Press "TEST" on the keypad, then press "ENTER".  1 = Coin in 2 = Total in 3 = Coin out 4 = Total out 5 = Total games 6 = Coin drop 7 = Credit 8 = Attendant pay 9 = Hand Pay  A = Super Jackpot B = Door open C = Games since door closed D = Games since reset  <b>NOTE:</b> This option is for use with the SMS-5000. It does not affect the bookkeeping meters shown on the screen.

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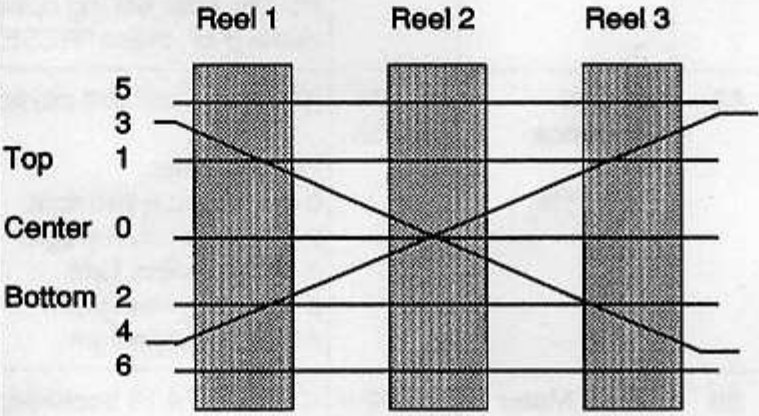
CMD. NO.	COMMAND	OPTION NO.	DESCRIPTION
70	Payline Sequence	<p>0123 4567</p> <p>0216 3457</p> <p>xxxx xxxx</p>	<p>In a line pay game, each coin buys a payline.</p> <p>Default option setting is the following - sequence for a standard payline game: 01234567.</p> <p>Default option setting - Sequence for a two or four payline game: 02163457.</p> <p>Any other payline sequence can be optioned: Format: xxxxxxxx.</p> 
00	Simple Sound	00	Default setting is simple sound. Deluxe sound not available.
35 36 37	Coin In Sound Max coin In Sound Reel Spin Sound	<p>00 (Default) Sound 1</p> <p>01 Sound 2</p> <p>02 Sound 3</p> <p>03 Sound Off</p>	<p><b>NOTE:</b> Presently, all 3 sound options have the same melody.</p>
38	Reel Stop Sound	<p>00 (Default) Sound 1</p> <p>01 Sound 2</p> <p>02 Diverter click</p> <p>03 Handle click</p> <p>04 Dedicated solenoid click</p>	



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CMD. NO.	COMMAND	OPTION NO.	DESCRIPTION
39	Credit Payout Sound	00	(Default) Sound 1
		01	Sound 2
40	Hopper Pay-out Sound	02	Sound 3
		03	Sound 4
		04	Sound 5
		05	Not used in S-5000
		06	Sound off
	Sounds:		<b>NOTE:</b> Presently all 6 sound options have the same melody. <b>NOTE:</b> In New Jersey, the super jackpot sound cannot be disabled.
41	Attendant		
42	Lockup	00	(Default) Sound 1
43	Super Jackpot	01	Sound 2
44	Door Open	02	Sound 3
45	Tilt	03	Sound 4
		04	Sound 5
		05	Sound 6
		06	Sound off
32	Auto Start	00	(Default) No automatic start.
		01	Game automatically starts when door is closed and the maximum coins (or credits) are inserted or wagered.
		02	When door is closed and maximum credits (only credits) are played, game automatically starts.
29	Reel 1 Spin		Number of revolutions the first reel spins before stopping.
			<u>(300 or 500 Series)</u> <u>(600 Series)</u>
		00	1.0-2.0 rev. (default)      *0.5 rev. (default)
		01	1.5-2.5 rev.      1.0-2.0 rev. (NJ default)
		02	2.0-3.0 rev.      1.5-2.5 rev.
		03	2.5-3.5 rev.      2.0-3.0 rev.
		04	3.0-4.0 rev.      2.5-3.5 rev.
			*opt. 00 above, disabled in NJ.
30	Subsequent Reel Spin	00	Number of revolutions for remaining reels.
		01	(Default) 0.0-1.0 revolutions
		02	0.5-1.5 revolutions
		03	1.0-2.0 revolutions
		04	1.5-2.5 revolutions
			2.0-3.0 revolutions

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CMD. NO.	COMMAND	OPTION NO.	DESCRIPTION
<b>NOTE: The Following options apply only on 400 Series or later programs.</b>			
04	Even Hand Pay	00 01 02 03	<p>On any hand pay win, hopper pays the odd amount before locking up with a hand pay divisible by 10, 100 or 1000.</p> <p>(Default) No even hand pay            Even hand pay by 10's            Even hand pay by 100's            Even hand pay by 1000's</p> <p>Example: A win of 10,924 with the high lockup set to 10,000 and the high drop set to 500, will drop:</p> <p>500 if even handpay option is 00            504 if even handpay option is 01            524 if even handpay option is 02            924 if even handpay option is 03</p>
05	Extra Coin	00 01	<p>(Default) At the end of the current game, extra coin is credited to the next game.</p> <p>At the end of the current game, the coin is credited to the credit meter only on a credit game.</p>
09	Jackpot Bell	00 01 02 03 04 05 06	<p>(Default) No Bell            Bell rings on all wins            Rings on wins of 20 or more credits            Rings on wins of 50 or more credits            Rings on wins of 100 or more credits            Rings on wins of 200 or more credits            Lockup</p>
10	Coin Denomination	00 01 02 03 04 05 06 07	<p>Set this option to match the machine coin denomination.</p> <p>(Default) \$25. The bill changer accepts no bills.            \$5.00            \$1.00            .50            .25            .10            .05            .01</p>

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<b>NOTE: The Following options apply only on 400 Series or later programs.</b>			
11	Bill Acceptor	00 01	(Default) Change paid from hopper Change paid to credit meter  <b>NOTE:</b> For non-credit games, all change is paid from the hopper. In New Jersey, the 01 setting cannot be set.
49	Reel Back-up	00 01	(Default) No backup of reels Reel backs up until full handle pull
52	Coin Lockout/ Credit	0400  0001 to 9999	(Default) Coins are accepted with any number of credits on the credit meter. Minimum number of credits appearing on the credit meter to lock out coins.  <b>Note:</b> This command replaces command 06 in the 300 series program.
13	Partial Collect	00 01 02 03	(Default) No Partial collect; pay all credits Partial collect of 50 credits Partial collect of 100 credits Partial collect of 200 credits  <b>EXAMPLE:</b> With 210 credits on the meter and command 13 set to option 02, press "COLLECT" and 10 coins are paid. Press "COLLECT" again and 100 coins are paid. Press "COLLECT" again to dispense final 100 coins.
80	Jackpot Test Enable	xxxxxx	Type in date. Enables jackpot signal to be sent to progressive when in Diagnostic Test #10.  <b>NOTE:</b> This option clears when the door is locked.
18	Jackpot 4 Signals	00 01 02 03 04	(Default) Jackpot signals 2 and 3 Jackpot signals 1 and 2 Jackpot signals 1 and 3 Jackpot signals 1, 2, and 3 Jackpot signal 4 (Serial Progressive only). If not serial, Jackpots 2 & 3)

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CMD. NO.	COMMAND	OPTION NO.	DESCRIPTION
Other Options			
01	Tournament Timer	01-60	Number of minutes
02	Progressive Type	00 01 02 03	(Default) Non-serial Serial link Serial stand-alone Serial link multi-casino
12	Auto Hold for Hold and Draw Game	00 01	No autohold. Holds a winning reel combination
62	N. J. Tournament Kitty	0000 to 9999  0000	Number of credits put on credit meter when key switch is actuated.  Default setting is 0000.
78	Machine Number		ID used in serial transmission. Ranges from: 00000000 to 99999999.
79	NJ Clear Safe-RAM	*	Clears SafeRAM. *Requires password.